

# THOMAS & FRIENDS

TM



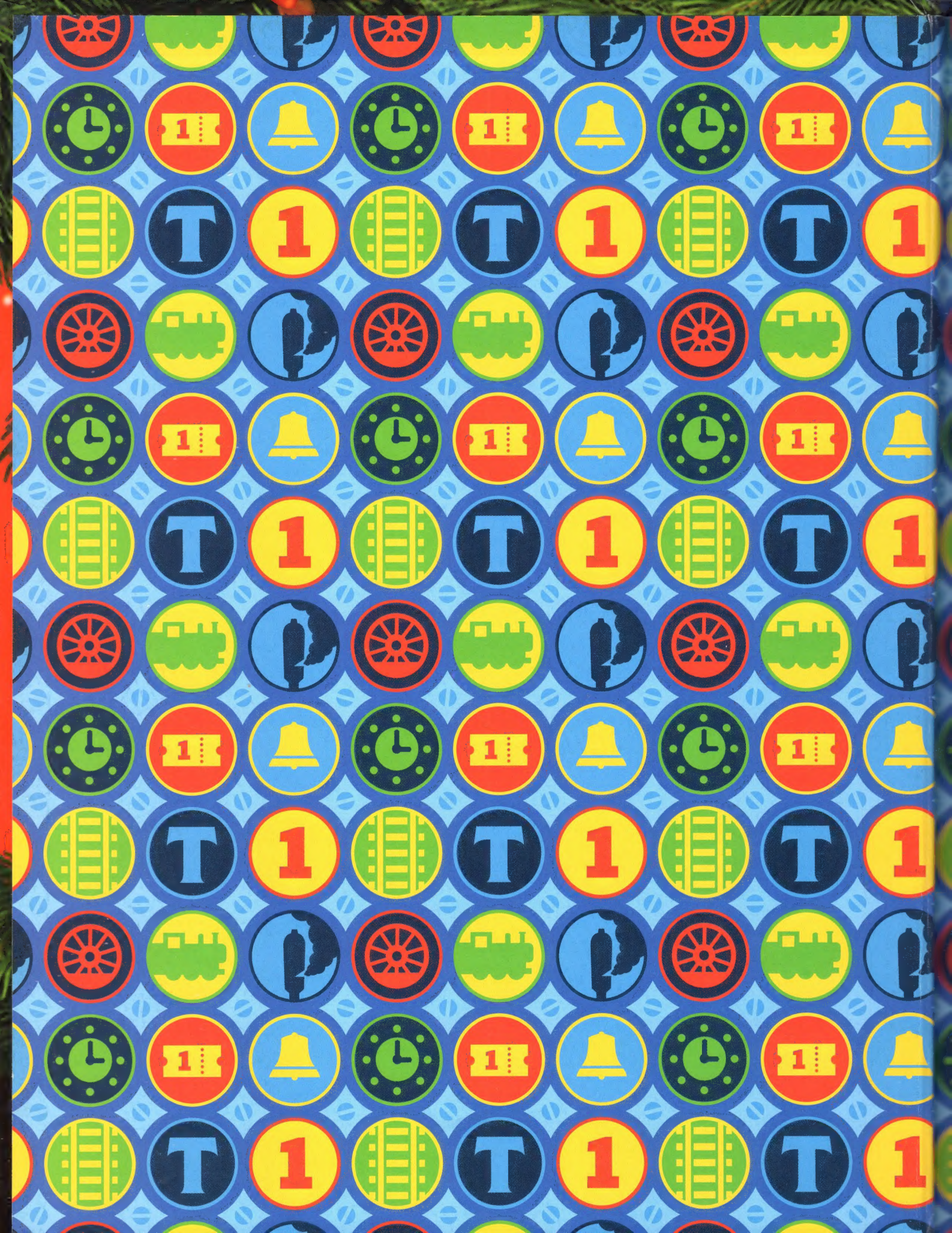
★ ANNUAL  
★ 2018 ★

FEATURING

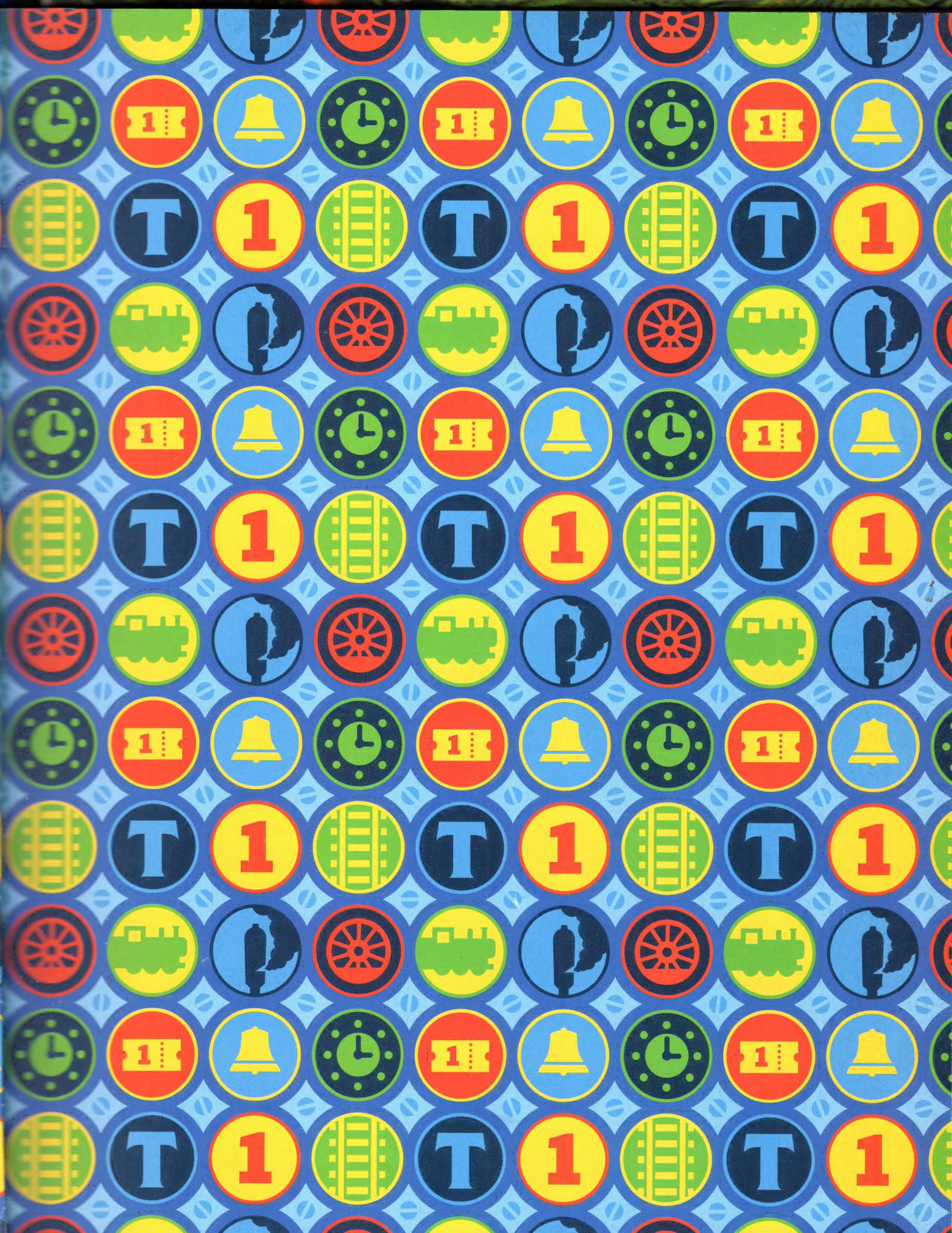
JOURNEY  
BEYOND  
SODOR

EGMONT











**This Annual belongs to:**

.....

**Age:**

.....







# THOMAS & FRIENDS<sup>TM</sup>

**My favourite engine is:**

.....







## Annual 2018

EGMONT

*We bring stories to life*

First published in Great Britain in 2017 by Egmont UK Limited  
The Yellow Building, 1 Nicholas Road, London W11 4AN

Written by Mara Alperin  
Designed by Elaine Wilkinson and Martin Aggett



HIT entertainment

Thomas the Tank Engine & Friends™



CREATED BY BRIT ALLCROFT

Based on the Railway Series by the Reverend W Awdry  
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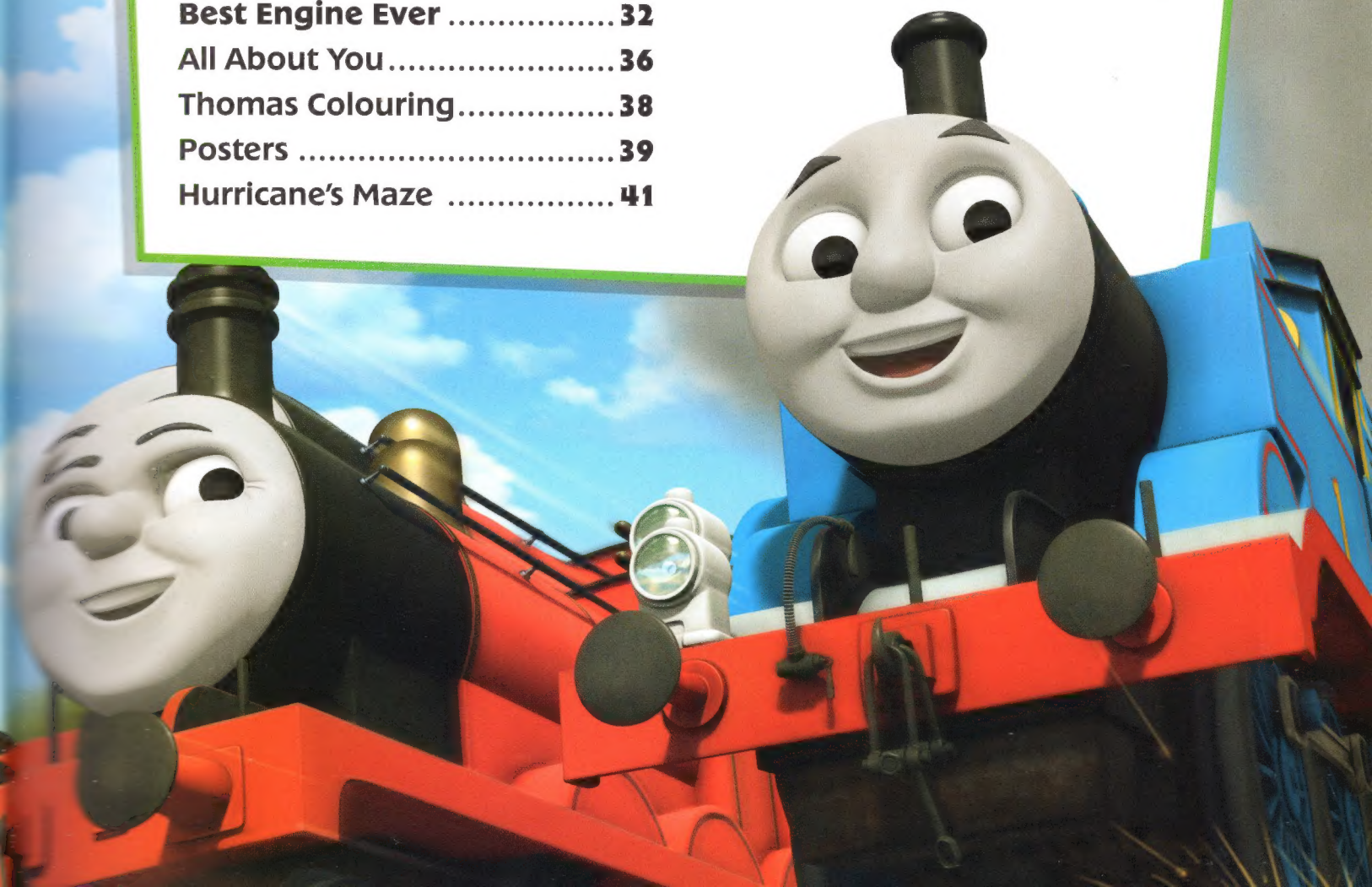






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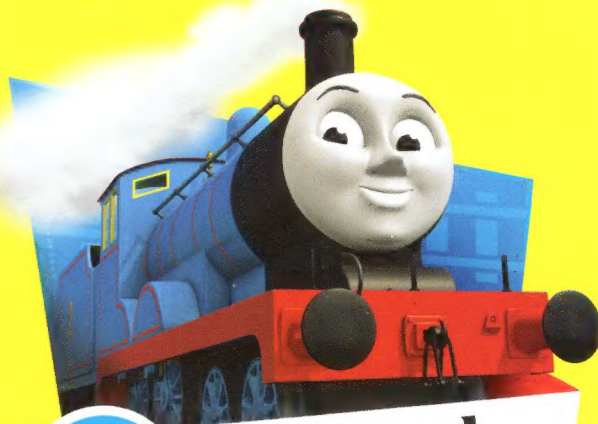
# Meet the Steam Team



**1**

**Thomas**

**Thomas is number 1.**  
He loves taking passengers around Sodor on his very own Branch Line!



**2**

**Edward**

**Edward is number 2.**  
He is very wise and one of the oldest engines on Sodor.



**3**

**Henry**

**Henry is number 3.**  
He is proud of his green paint and loves going really fast on the Main Line.



**4**

**Gordon**

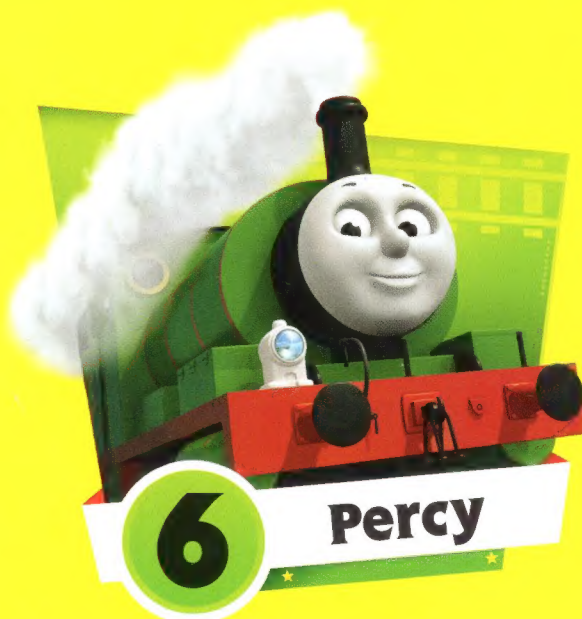
**Gordon is number 4.**  
This big Express Engine is the fastest engine in the Steam Team.





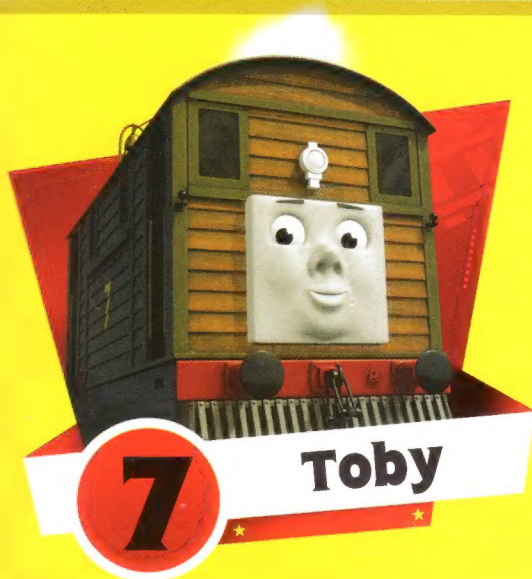
**James is number 5.**

He loves pulling coaches but he hates taking the Troublesome Trucks!



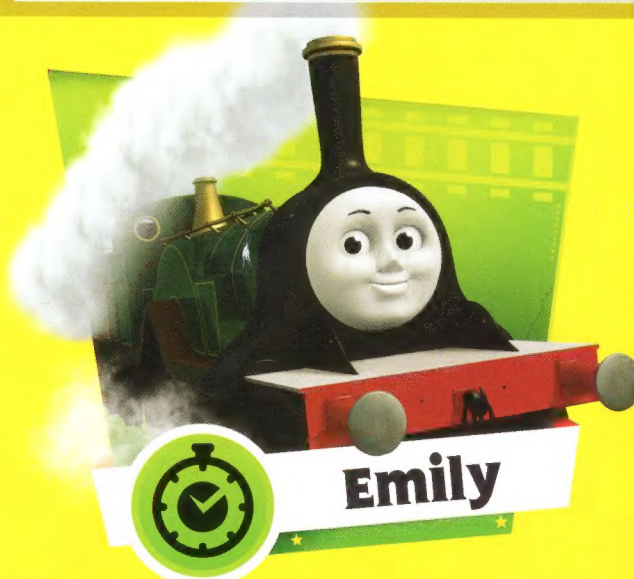
**Percy is number 6.**

He is a small green engine who loves pulling the Mail Train.



**Toby is number 7.**

He works hard on the Quarry Line with his coach, Henrietta.



**Emily is a green engine.**

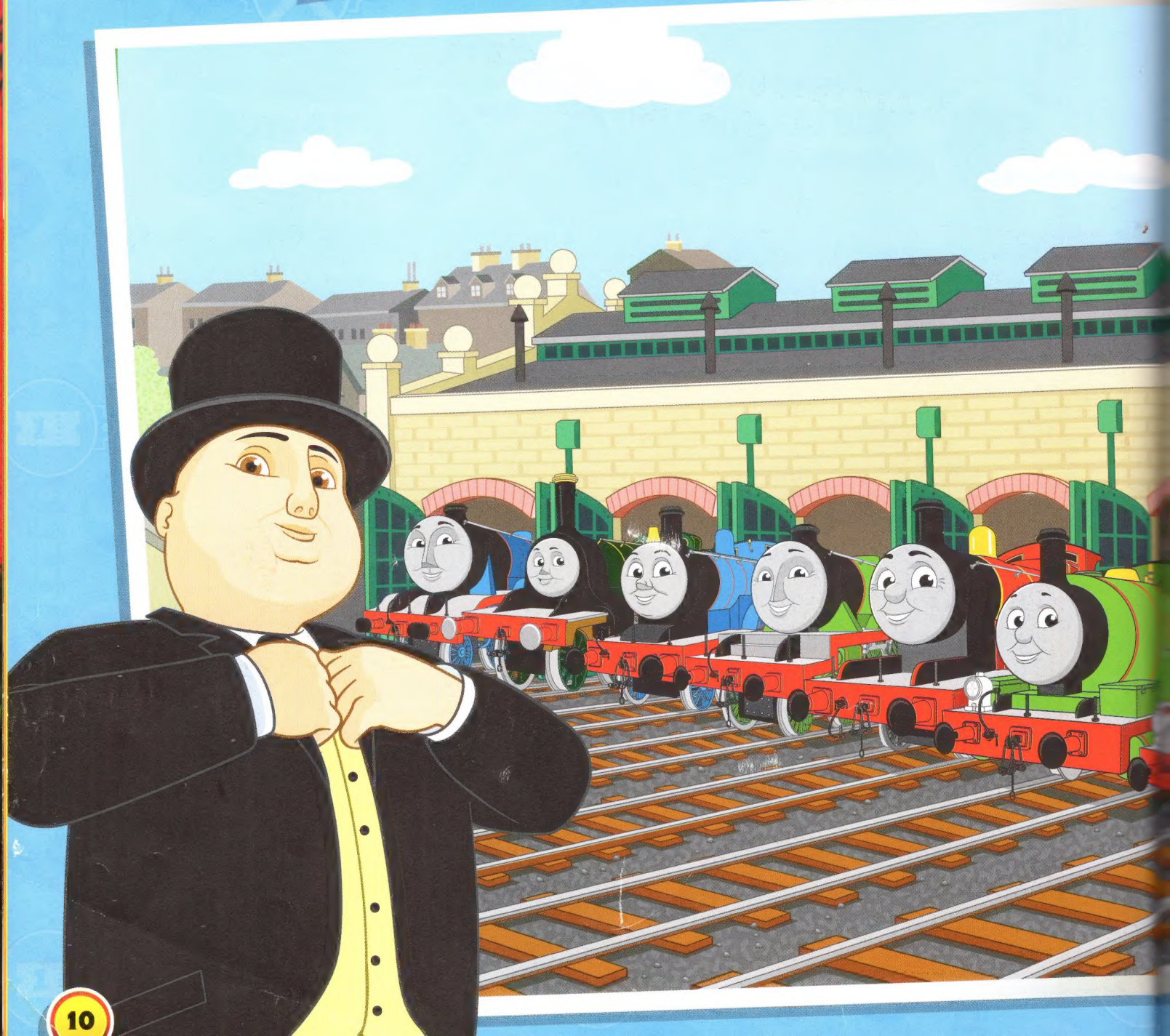
She is kind-hearted and always helps out those in need.



**Engine Shed**



**Spotting**



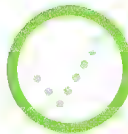


The  
Steam Team  
live in Tidmouth  
Sheds. Look at  
the picture, and  
answer the  
questions!

**1 Point to The Fat Controller.**

What colour is his hat?

Black



Orange



**2 Are there more red engines  
or blue engines?**

Red



Blue



**3 Which engine is green?**

Percy



Edward





# Meet Sidney



## Really Useful Facts about Sidney

**Type of engine:**  
Diesel engine

**Paintwork:**  
Dark blue with  
yellow lining

**Features:**  
Sidney has a striped  
warning panel  
underneath his face.

**Fun fact:**  
Sidney is very kind  
and likes to help his  
friends, but he can  
be a bit forgetful!

I'm a very  
helpful  
engine!

Sidney is a diesel engine.  
Circle another diesel engine.



Henry



Diesel





# HELLO!

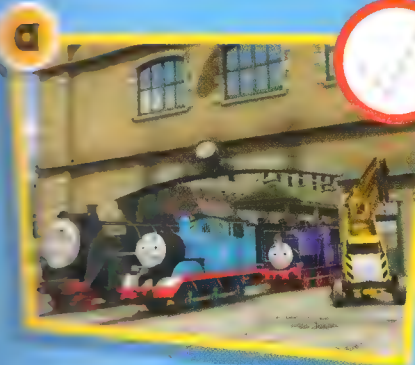
Sidney is a very friendly engine. He likes to help his friends. Name something you do that is helpful.

One Christmas, the Diesels decorated Sidney in twinkling lights.

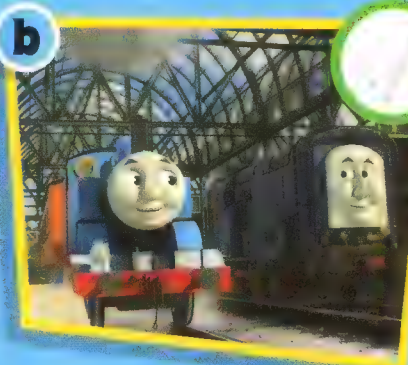


 **spot Sidney**

Which picture is Sidney in?  
Tick the right picture.



Sodor Steamworks



Knapford Station



Sodor Clay Pits

Answers on page 68.



# Sidney Sings

Sidney was a **very helpful engine**. But he was also a **very forgetful engine**.



Sometimes, he forgot where he was going and what he needed to do!



One day, The Fat Controller gave Sidney a very important job. *"I want you to **collect Percy's new wheels** from **Brendam Docks** and take them to the **Steamworks**."*





Sidney didn't want to let his friends down.  
But **he was worried** that he might forget something.  
So Sidney made up a **little song** to help him remember:

*Ha ha ha, hee hee hee.  
A very special job for me.  
All the way to Brendam Docks,  
To fetch a very special box!*

Now Sidney was sure that **he wouldn't forget** where he was going or what he was supposed to collect.

Then Sidney saw Gordon up ahead. "*Hello, Gordon!*" he called, as his friend whooshed past.







**Oh, no!** Speaking to Gordon had made Sidney forget the words to his song. And so this time he sang:

*Ha ha ha. Hee hee hee.  
A very special job for me.  
All the way to Whiff's Waste Dump.  
To fetch a boiler or a pump!*



*"Hello, Whiff!"* Sidney said when he arrived at Whiff's Waste Dump.

*"Hello, Sidney. What are you doing here?"* Whiff asked.

Sidney had already **forgotten!**

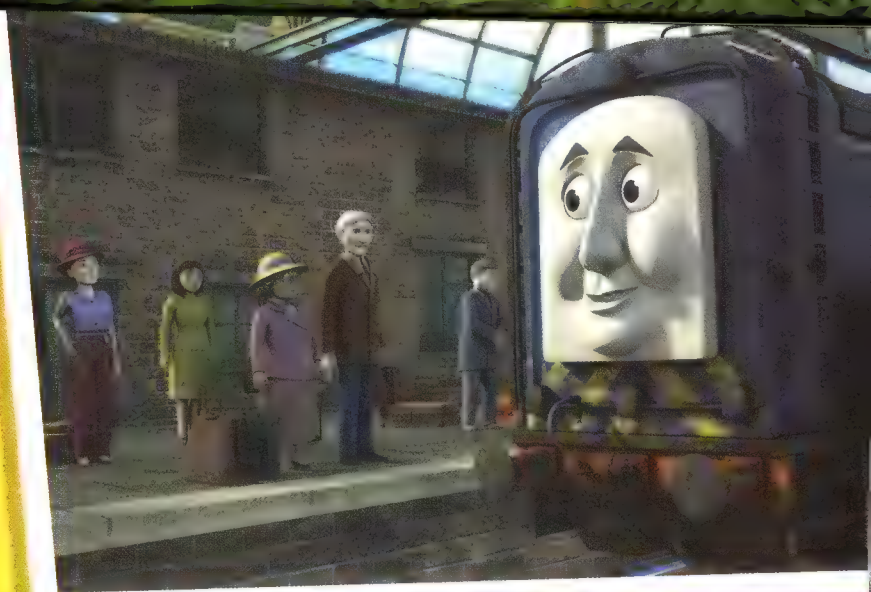
*"It's a shame you're not an elephant,"* said Whiff.  
*"Elephants never forget."*

**"Elephants!"** gasped Sidney. **"Maybe that's what my special job was!"** He sang his remembering song again:

*Ha ha ha. Hee hee hee.  
A very special job for me.  
I must get there before it's dark  
To collect an elephant from the Animal Park!*



Sidney rushed over to Sodor Animal Park, but he didn't see any elephants. **"Oh dear,"** he said. *"I must have got it wrong again."*



**Sidney drove away sadly.** On the way home, he noticed a queue of passengers at Knapford Station.

*"Excuse me,"* said one of the passengers. *"We have to catch our cruise ship, but our train hasn't arrived to take us to Brendam Docks."*

**"That must be my special job!"** cried Sidney. He sang his remembering song one more time:

*Ha ha ha. Hee hee hee.*  
*A very special job for me.*  
*These people are going on a trip,*  
*And I'm taking them to catch their ship!*

So the passengers climbed aboard and Sidney raced along the tracks to Brendam Docks.





Meanwhile, **The Fat Controller was worried.** He had been waiting for hours at Brendam Docks, but Sidney hadn't arrived to pick up Percy's wheels. *"Where could Sidney be?"* he wondered.

Then Sidney pulled up with the coach of passengers.



*"Thank you, thank you!"* all the passengers called, as they headed off to catch their ship. *"You were a very useful engine, Sidney!"*

**The Fat Controller was pleased** that Sidney had helped the passengers. But Percy's wheels still needed to be delivered.





*"You mean you have another special job for me?" Sidney said. He had completely forgotten his first job! **"I'd be delighted to take these wheels to Percy!"***

Sidney wrote a new song to help him remember:

*Ha ha ha. Hee hee hee.  
Another special job for me.  
On me you know you can depend,  
I'm going to the Steamworks to see my friend!*

Poor Percy had been waiting all day for his new wheels. He was very relieved when Sidney finally pulled up to the Steamworks.

**"Here I am!"** Sidney said. **"I've brought your new wheels. You didn't think that I'd forget now, did you?"**

**The End.**



# story



# quiz

How well do you remember the story **Sidney Sings**?

Tick the correct answer to each question!

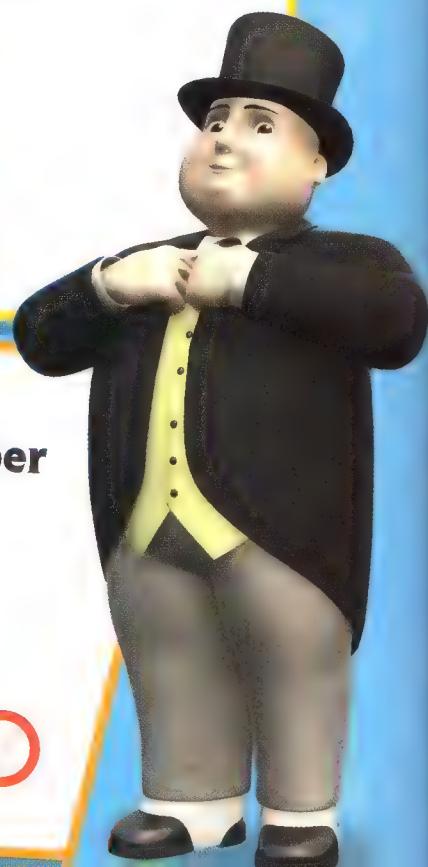
**1** What did The Fat Controller ask Sidney to collect from Brendam Docks?

- a. a new boiler ☐
- b. Percy's new wheels ☐
- c. an elephant ☐



**2** Who did Sidney come across on his way?

- a. Bertie ☐
- b. Diesel ☐
- c. Gordon ☐



**3** What did Sidney do to try and remember his special job?

- a. sing a song about it ☐
- b. write it down ☐
- c. ask The Fat Controller to remind him ☐



# Jigsaw



# Jumble

The  
Search and  
Rescue team  
are ready  
to go!



Which jigsaw piece is missing from this picture?

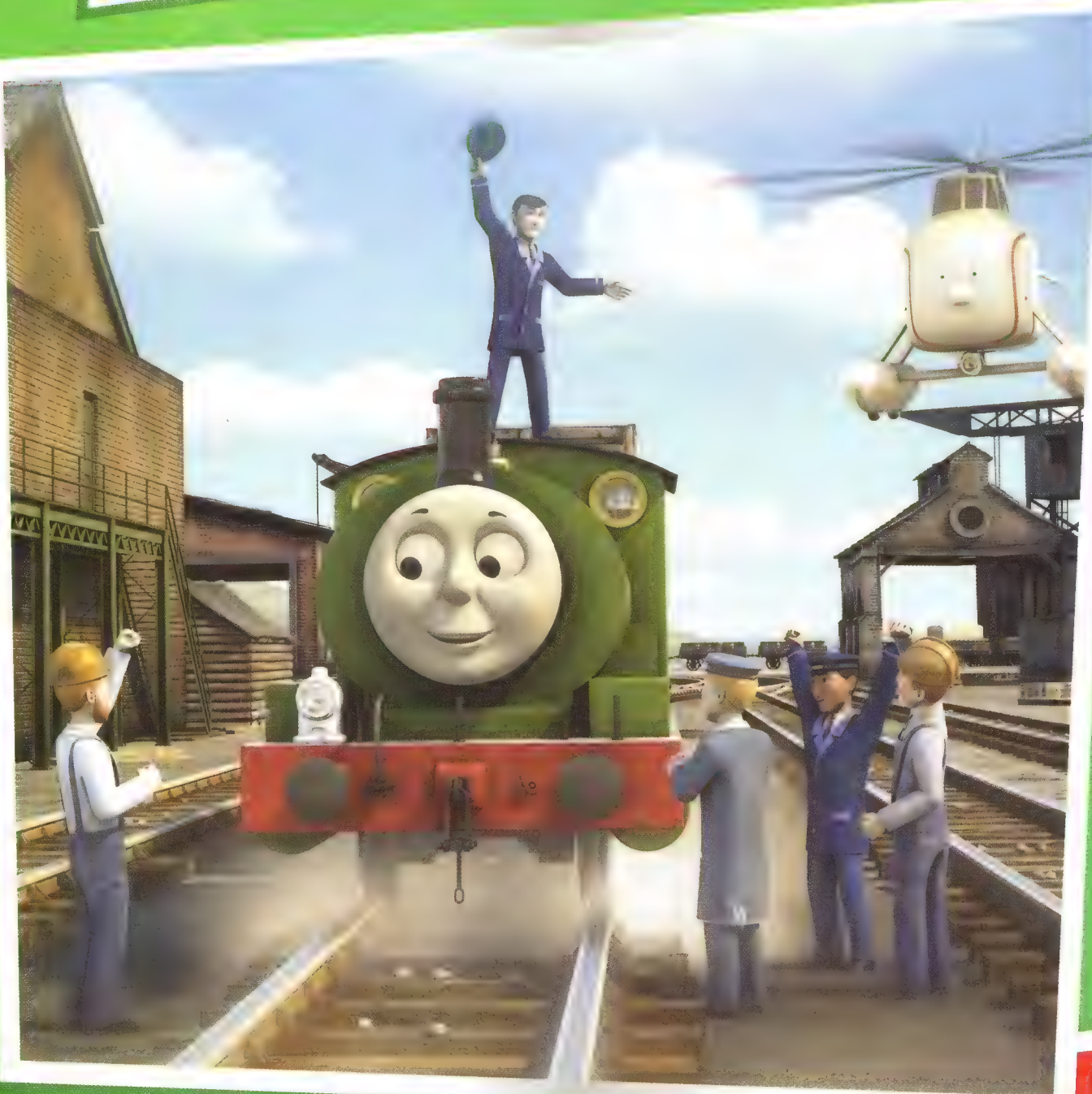




**Spot the**



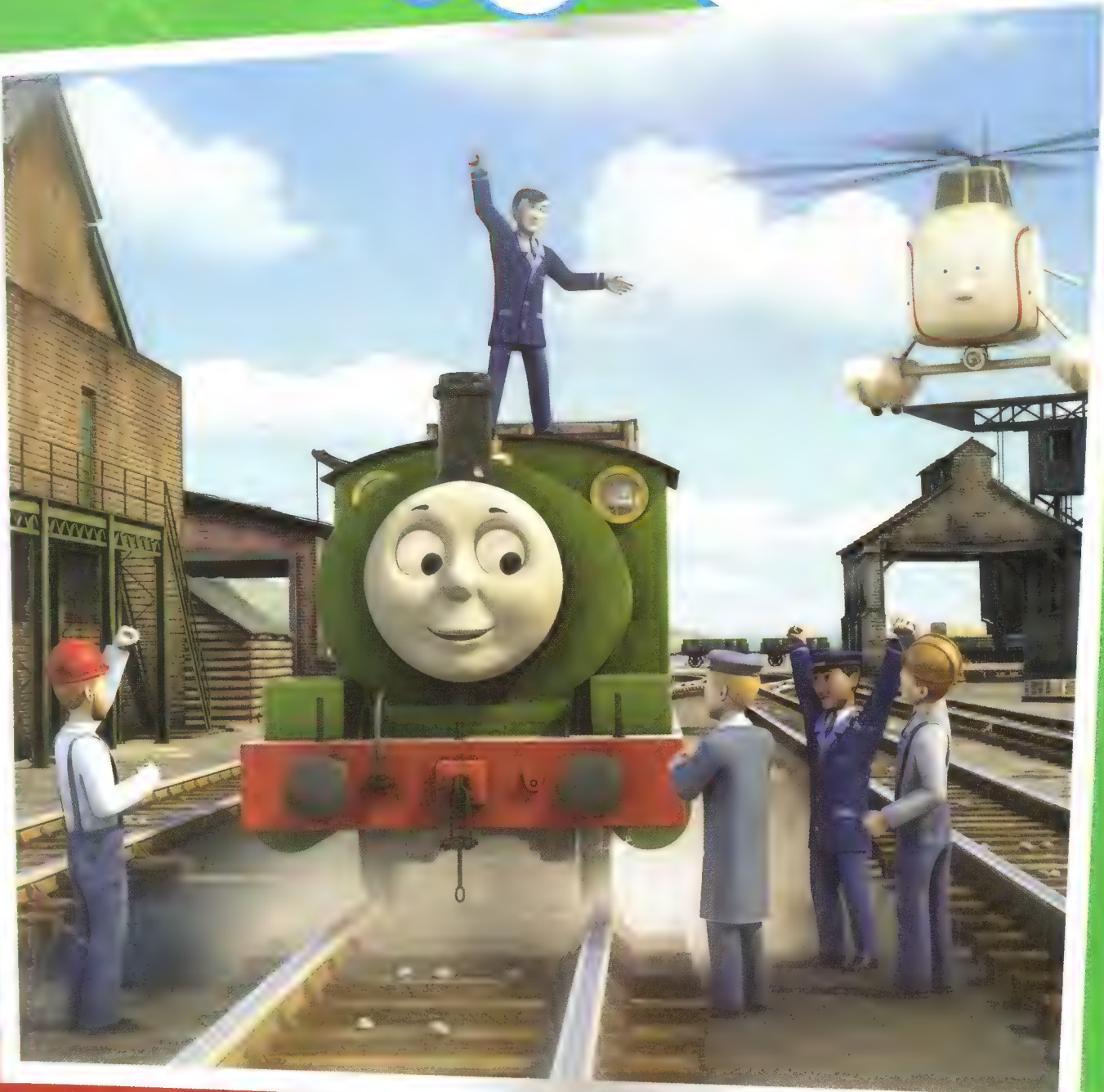
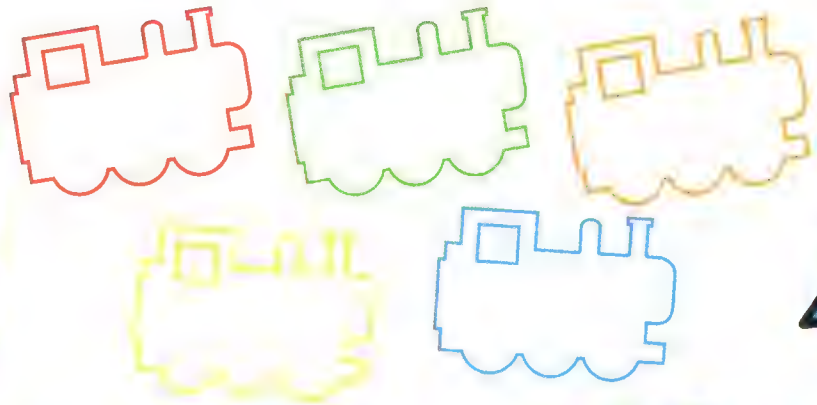
**Difference**



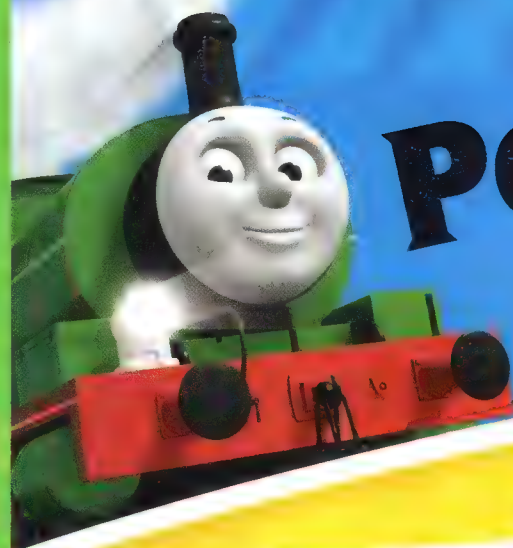


Colour in a train each time you find a difference!

Can you  
spot all five  
differences  
in the big  
picture?







# Percy and the sheep



1

The Fat Controller asks Percy to take Farmer McColl's sheep to the Spring Fair.



2

"Don't worry, Sir," says Percy.



3

But Percy doesn't notice that there is a hole in the back of the carriage!



4

Every time he stops, a sheep hops out of the carriage and onto the tracks.





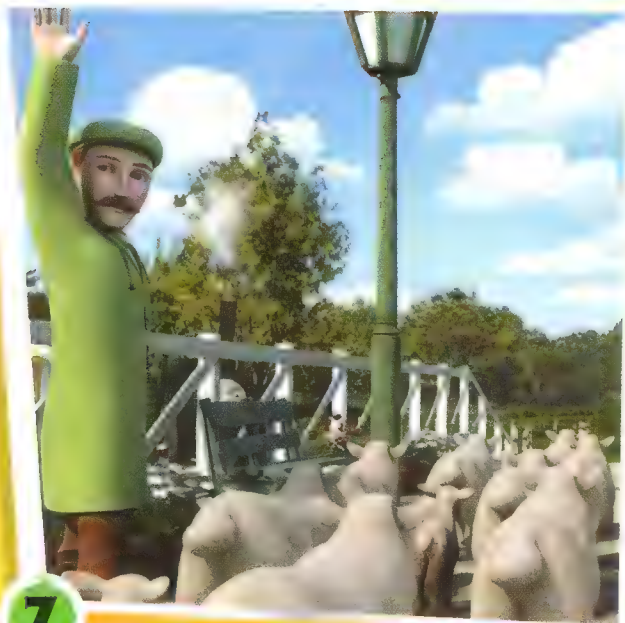
**5**

Luckily, Thomas is right behind Percy. He stops to collect all the sheep.



**6**

They ride in his coach Annie, next to his passengers.



**7**

Farmer McColl is happy to have all his sheep back.



**8**

"Thank you for helping me, Thomas!" Percy says. "I promise to be more careful next time."



# Counting

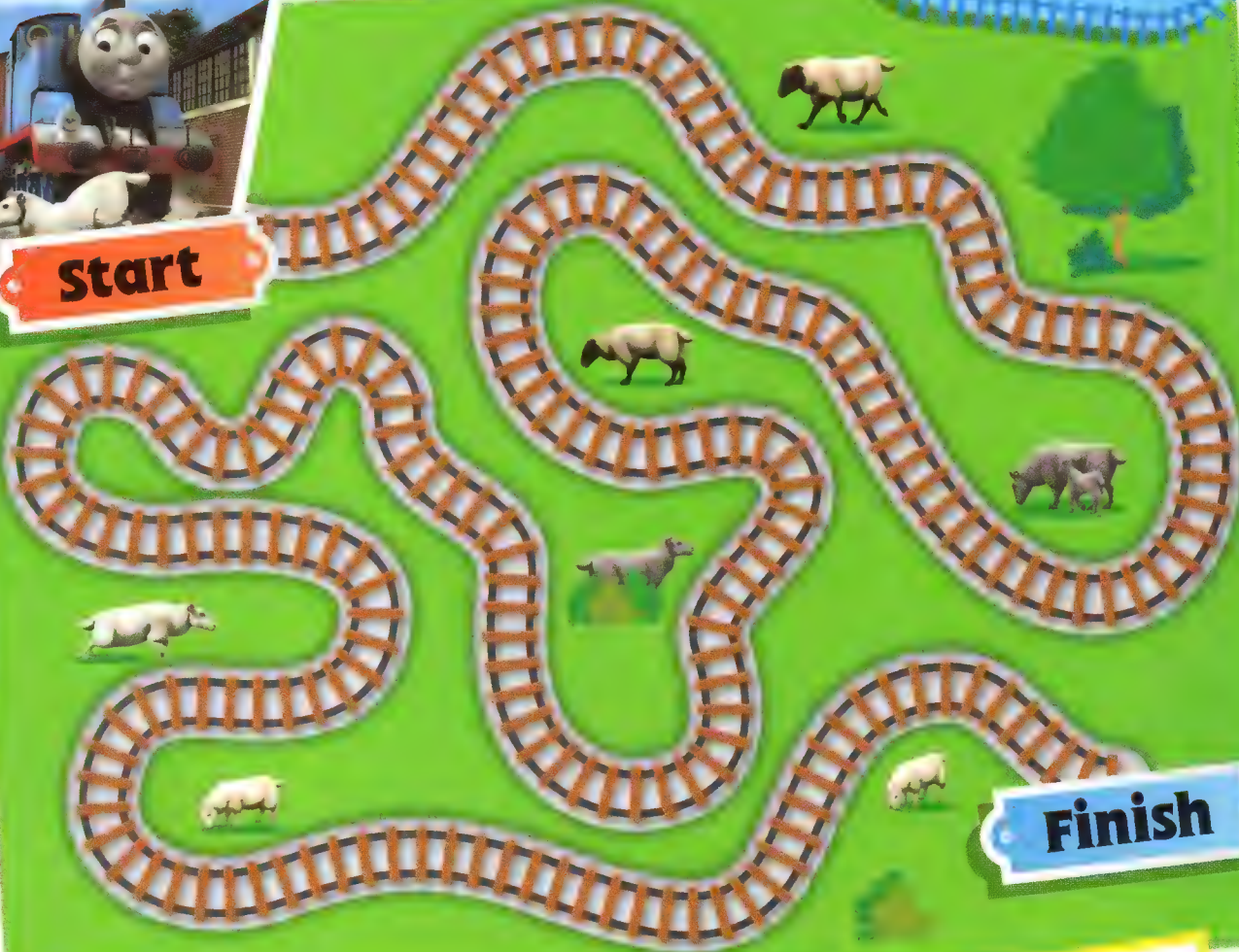


# Sheep

Help Thomas pick up the lost sheep as fast as possible by following the tracks.



**Start**



**Finish**

How many sheep did you find?

Can you make a sound like a sheep?

**Baa! Baa!**



# Day at the

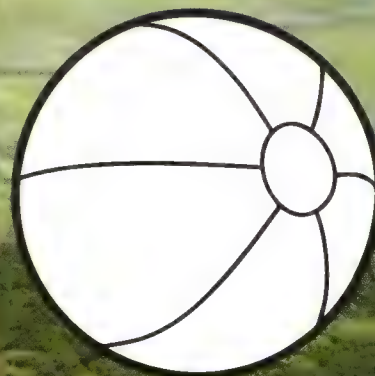
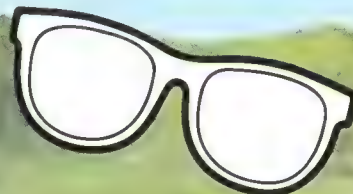


# Seaside

James  
is off to the  
beach.



Circle the items you think  
his passengers will need.  
Then colour them in!

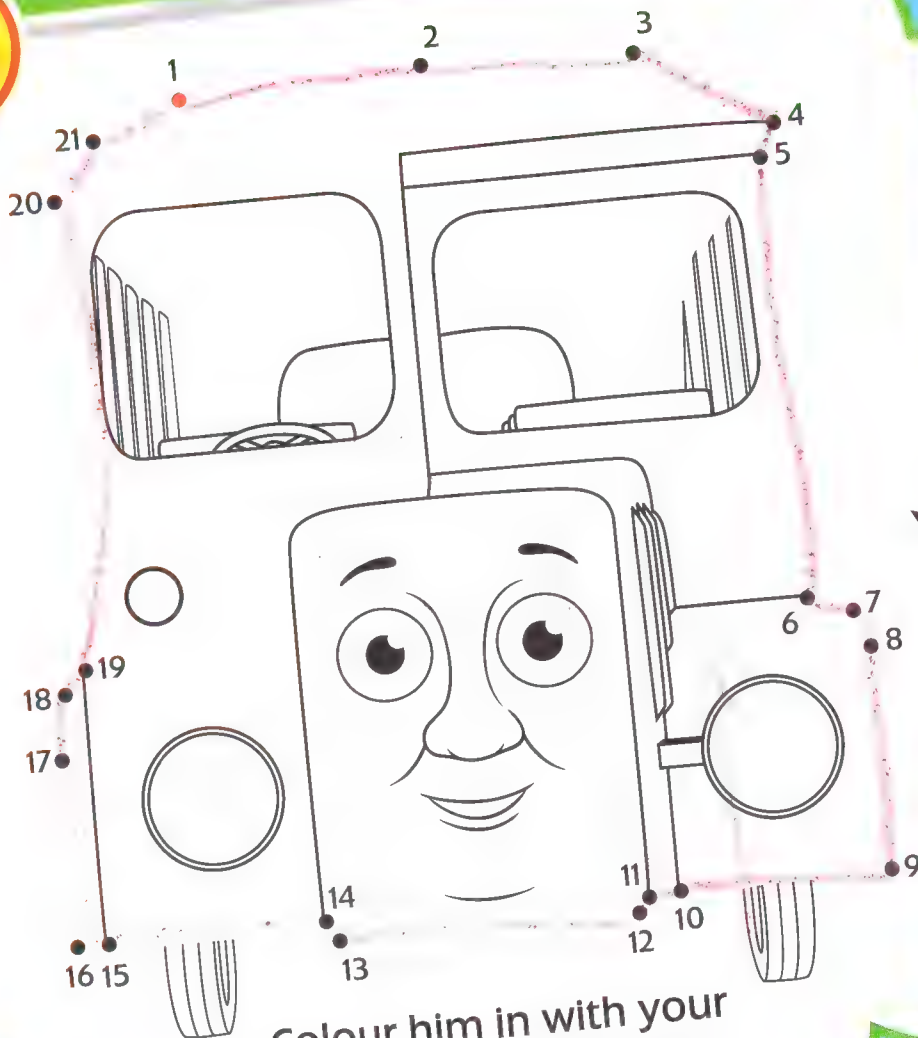


Answers on page 68.





# Dot-to-Dot



Connect the dots to finish off Bertie the Bus.

**Toot!  
Toot!**

Colour him in with your brightest red crayon!



Draw a big tick next to Bertie's passengers.

**a**



**pigs**

**b**



**people**



**BUS**

**Tour**

Bertie  
picks up  
passengers all  
over the Island  
of Sodor.

Trace the path with your finger, and count  
the bus stops along the way!

**Start**

**1**



**2**



**3**



**4**



**5**



**Finish**

**say Toot!  
Toot!**  
to let people  
know that Bertie  
is here!

Answers on page 68.

Are there more people at stop 1 or stop 5? ☐

How many people are at stop 4? ☐

There are ☐ at



# Meet Caitlin



## Really Useful Facts about Caitlin

**Type of engine:**  
Steam engine

**Paintwork:**  
Pink with light blue lining

**Features:** Caitlin has a set of coaches that match her paintwork.

**Job:**  
Caitlin works for the Earl of Sodor, transporting passengers to and from Ulfstead Castle.

**Fun fact:**  
Caitlin is a very speedy engine. She loves racing her friend Connor!



I love to race!



# WHOOSH!

Caitlin is a very fast engine. Can you think of something else that's very fast?

Caitlin races her friend Connor!



 Find out all about me!

Does Caitlin have blue stripes or blue spots?



Who does Caitlin work for?

- a. The Duke of Boxford.
- b. The Earl of Sodor.





# Best Engine Ever



Read the story about Caitlin the steam engine. Listen to the words and join in when you see a picture!

**caitlin**



**Emily**



**victor**



**Thomas**



is a very fast steam engine. One day,



is racing along when she sees



stuck on the track.

"Hello



," says



. "I've broken down

and I can't move."





"Everyone breaks down sometimes,"



replies.

So



zooms



to the Steamworks

for repairs.



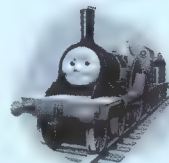
is very impressed because



is so fast! At the Steamworks,



mends



"I wish I could be fast like



," says




sadly.







But  tells  that speed isn't everything.

" is right,"  agrees. "You are a great

engine just the way you are." The next day, 

needs help. Her brakes have failed, and she can't stop!

"Don't worry,  ! I can help!"  cries bravely.





crashes into



, but



holds her brakes

on, and soon both



and



come safely to a stop.

"Thank you for saving me,"



tells



.

This time, it's



who takes



to



at the

Steamworks. Now



realises that both she and



can be Really Useful – and very good friends!







# All About You

Emily and Caitlin are both very good at different things! What are some of the things you do best?

Tick as many as you like!

☐ Singing

☐ Jumping

☐ Flying a kite

☐ Having tea parties

☐ Splashing in puddles



☐ Sharing with my friends

☐ Playing hide-and-seek

☐ Painting pictures







**Building  
forts**



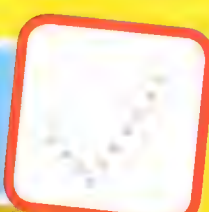
**Dancing**



**Doing  
puzzles**



**Running**



**Building towers  
with blocks**



**Being kind  
to animals**



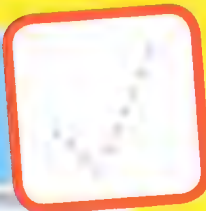
**Sharing  
my toys**



**Playing  
I Spy**



**Building  
snowmen**



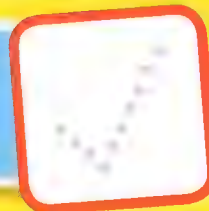
**Collecting  
rocks**



**Dressing  
up**



**Picking  
flowers**

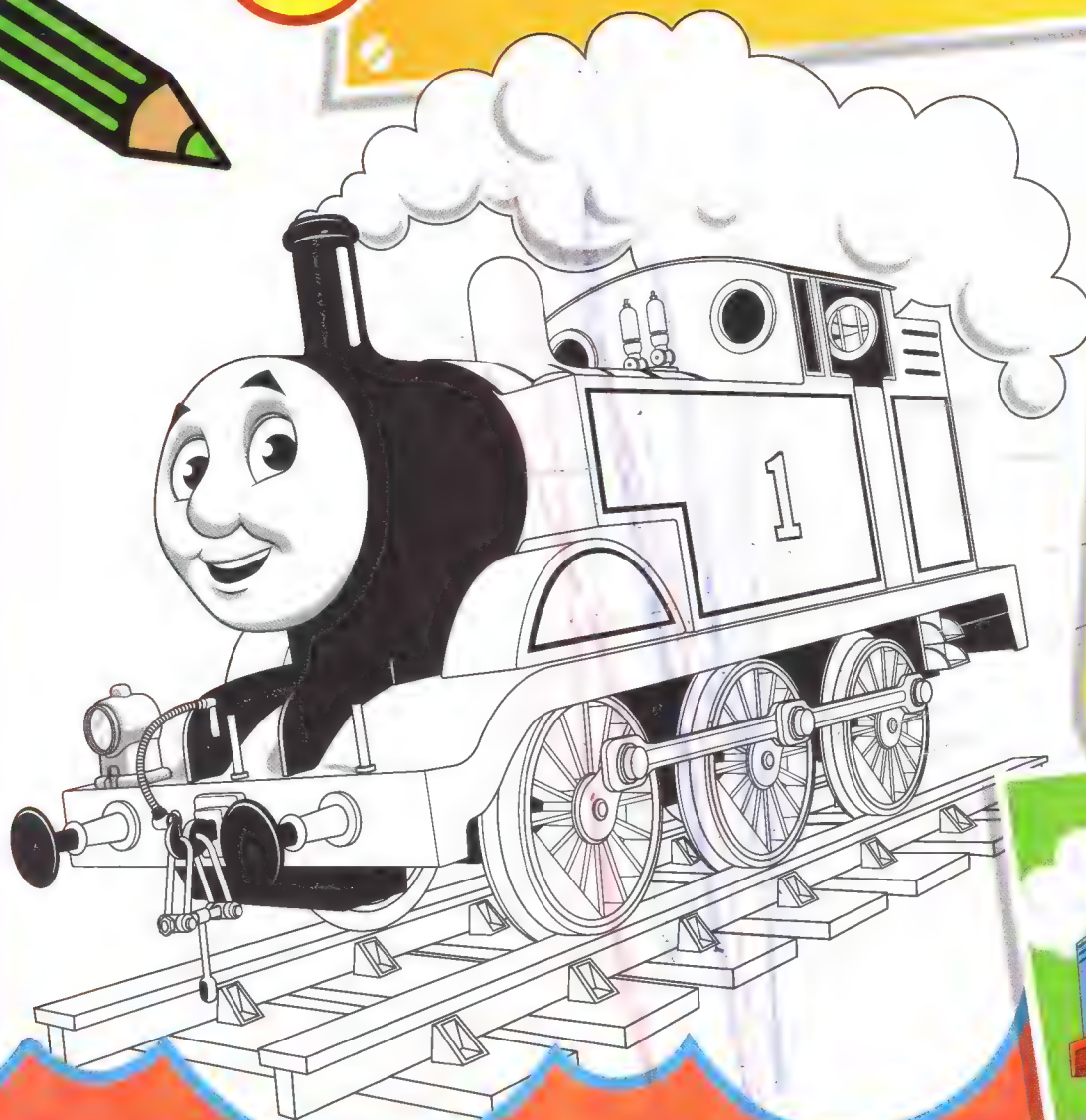




# Thomas



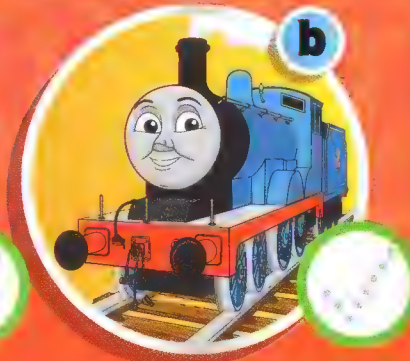
# colouring



Colour in  
this picture  
of Thomas,  
using the  
small picture  
as a guide.



**Thomas is a blue engine.  
Tick another blue engine!**







SINCE 1945





**SODOR**  

# JOURNEY BEYOND





# Hurricane's Maze

Help  
Frankie  
through the  
maze to her  
friend Hurricane!



**Start**



**Finish**

THOMAS  
& FRIENDS  
**JOURNEY  
BEYOND  
SODOR**

Answer on page 68.



# Journey with Thomas



Let's go!



start

What number engine is Thomas? Trace the number here:



Hello, I'm Merlin!

How many windmills does Thomas pass?

2



3





# Whizz around with Thomas as he journeys beyond Sodor.

Use your finger to follow the track from start to finish!

Hello, I'm  
Frankie!



What colour are the flags?



Hello, I'm  
Hurricane!



Hello, I'm  
Theo!



## What an adventure!



**Finish**



# The Whale Rescue



**1**

One hot summer's day, a whale is stranded on the beach in Sodor!



**2**

The Sodor Search and Rescue team rush over to the beach together.



**3**

Belle sprays the whale with water to keep her cool.



**4**

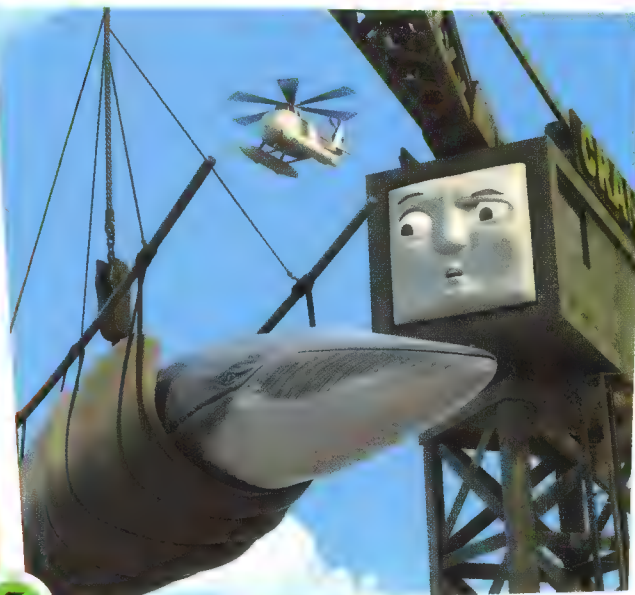
Rocky the Rescue Crane hoists the whale onto Oliver's flatbed.





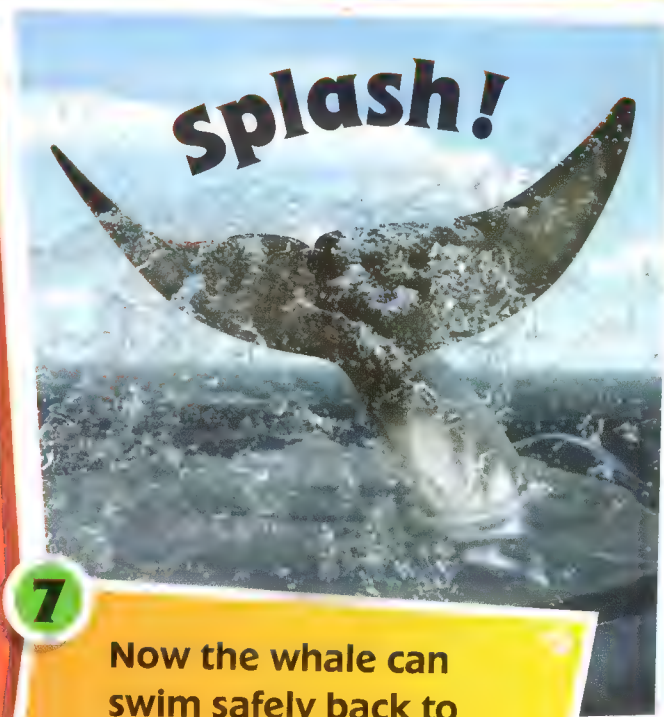
5

Oliver takes the whale to Brendam Docks, where the water is deeper.



6

Cranky carefully lowers the whale back into the water.



7

Now the whale can swim safely back to her home.



8

Thomas cheers for the whale... and for the Search and Rescue Team!



# Search and Rescue



## Spotter

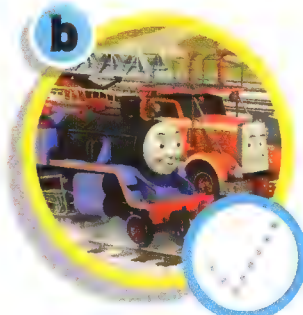
The  
Search and  
Rescue Team  
work together  
to save the  
day!

Can you spot these  
smaller pictures in  
the big one?  
Tick each one as  
you find them.

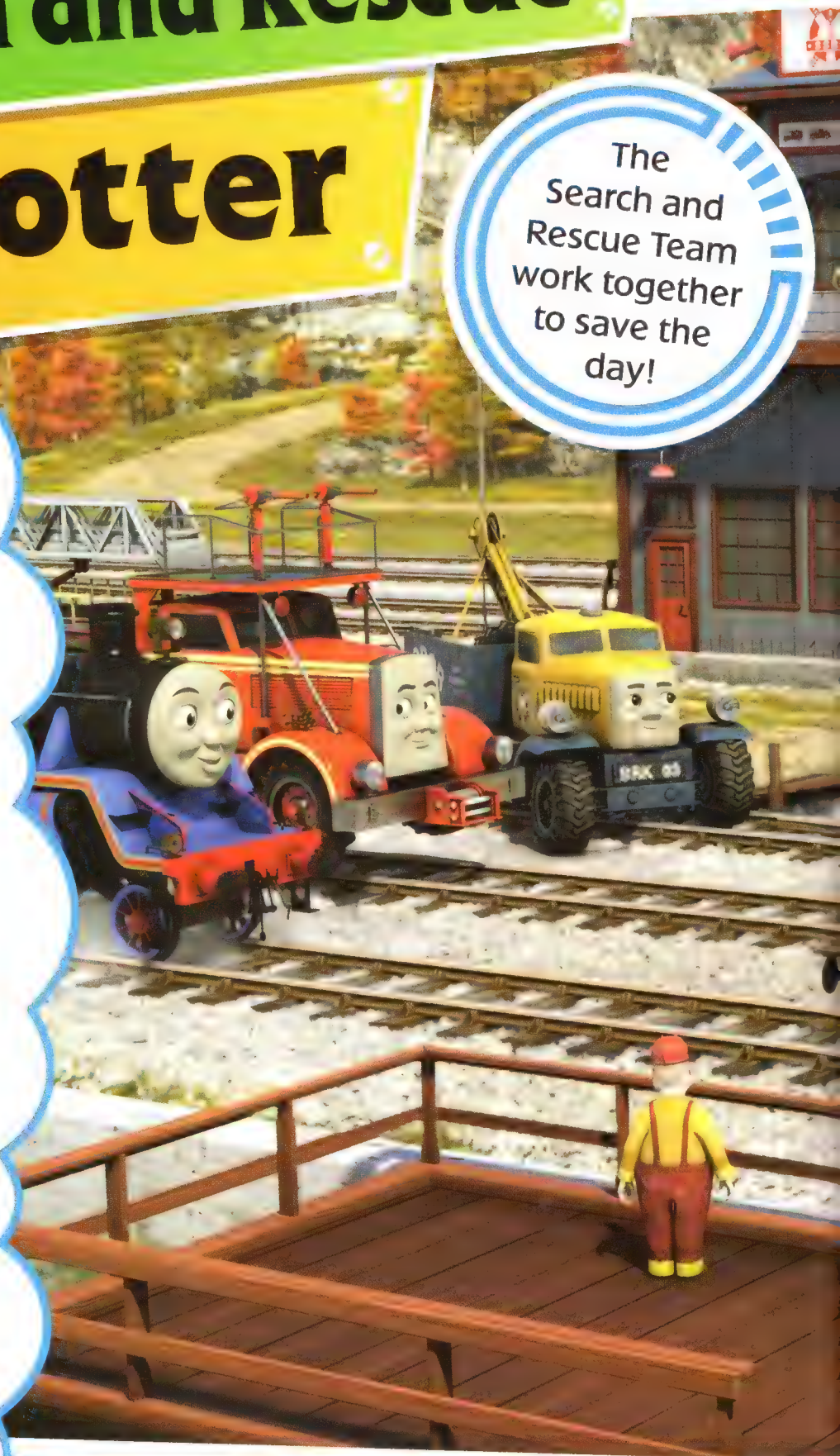
a



b



c





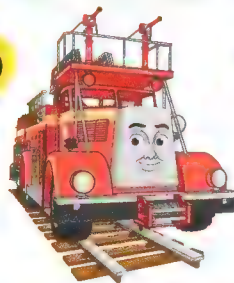


Now match  
each rescue  
engine to its  
shadow!

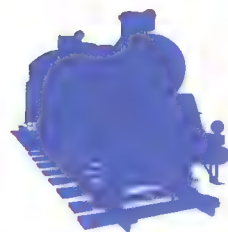
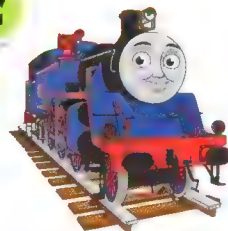
a



b



c





# Henry Glows in the Dark



Read the story about Henry's new coat of paint. Listen to the words and join in when you see a picture!

Henry



Thomas



Kevin



The Fat Controller



paint



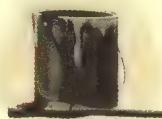
One day,



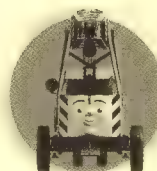
went to Sodor Steamworks to be repainted.

He was very excited about getting a new, shiny green coat

of



! At the Steamworks,



was very busy.

He was painting signs with special glow-in-the-dark







so the engines could see them at night. Poor

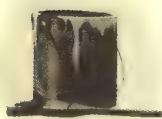


got

confused, and he painted



with the glow-in-the-dark



instead! At first,



didn't notice the difference.

But as the sun went down, something strange happened.

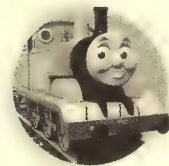


began to glow.





**"Ahhhhhhhh! It's a ghost engine!" gasped**



**and he chuffed away to the Sheds as quickly as he could.**

**"There's no such thing as a ghost engine,"**



**told**



**. Then he turned around and saw**



**"Ahhhhhhhh!" cried**



**. "It's only me," said**







"Of course,"



coughed. "



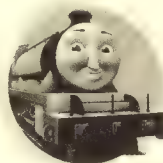
must have painted

you with the wrong kind of



. You'll need to be

repainted in the morning." "Yes, sir,"



replied.

"I'd rather be a proper green engine than a glow-in-the-dark engine any day!"



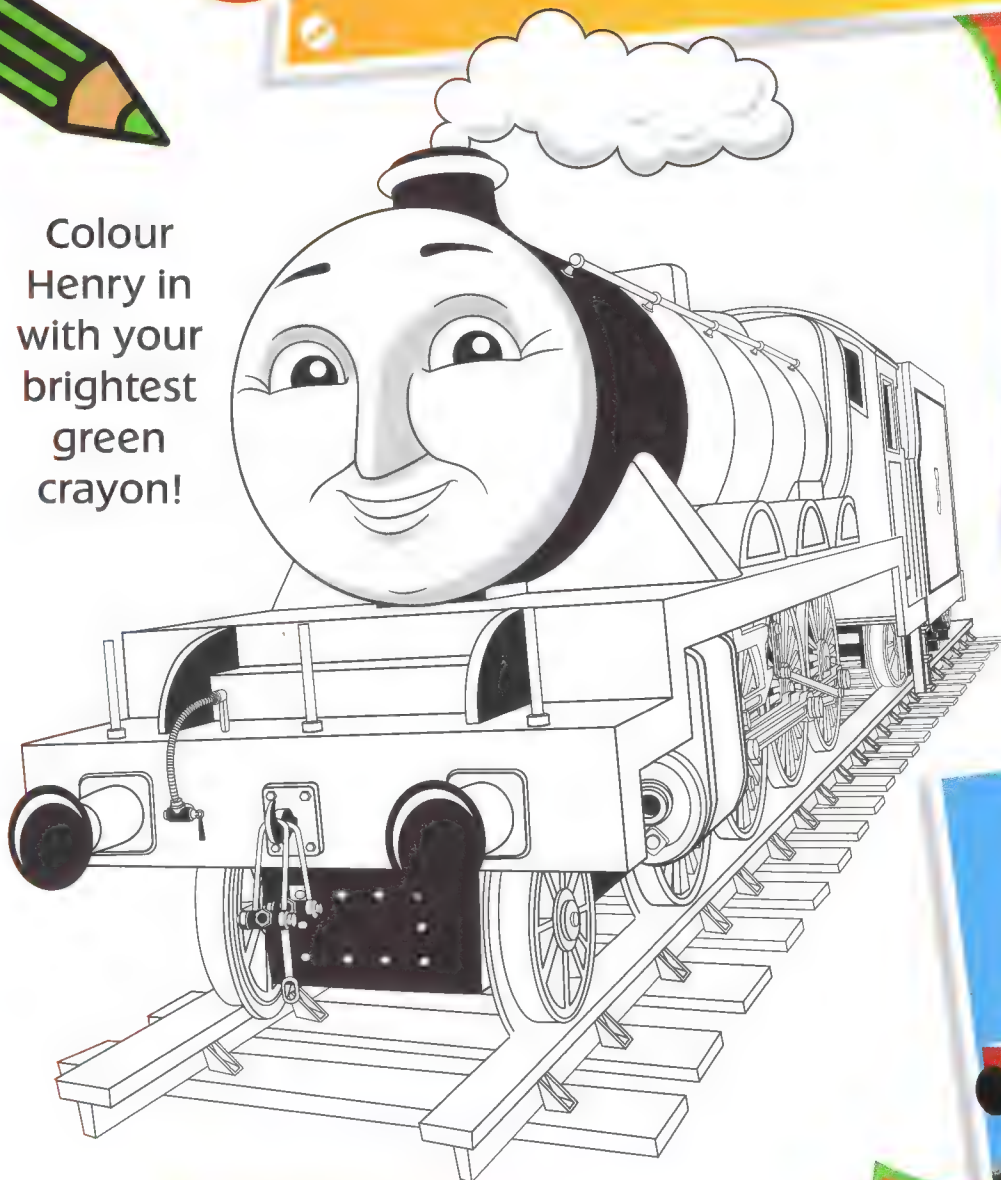


# Henry



# colouring

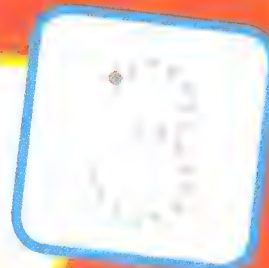
Colour  
Henry in  
with your  
brightest  
green  
crayon!



Kevin forgot  
that Henry  
needs a new  
coat of green  
paint. Can  
you help  
him?



What number engine is Henry?  
Trace the number here.





# Counting



# Cargo

The engines deliver lots of different cargo.

Use the number line below to count how many carriages or flatbeds each engine has.

a



b



c





# Meet Glynn



## Really Useful Facts about Glynn

**Type of engine:**  
Boiler engine

**Paintwork:**  
Red with gold lining

**Features:** Glynn has a yellow number one painted on his side ... just like Thomas!

**Fun fact:**  
Glynn worked on Thomas' Branch Line before Thomas arrived. Now Glynn works at Ulfstead Castle.

Being Useful makes me feel good!

Glynn is a red boiler engine.  
Circle another red engine.



Hiro



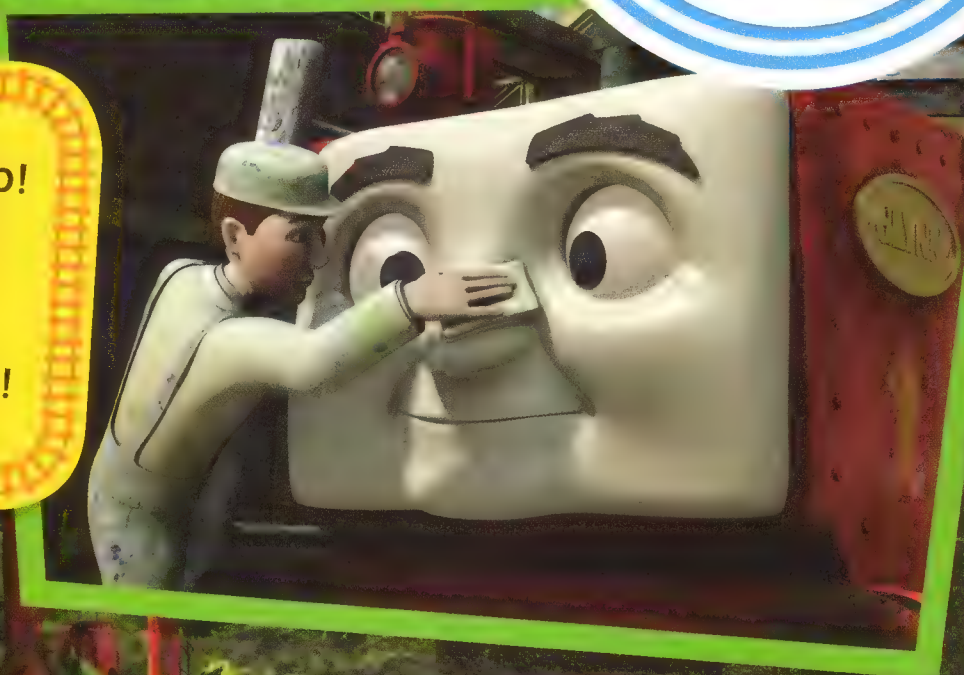
James




# Fa la la la!

One Christmas, Glynn took The Fat Controller to a party at Ulfstead Castle. What do you like to do at Christmas?

Scrub! Scrub!  
Glynn gets  
cleaned  
up at the  
Steamworks!



 **What is the  
weather like?**

Glynn drives carefully down the tracks.  
What is the weather in the picture?  
Tick the right answer!



**a**



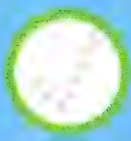
**Rainy**



**b**



**Sunny**



**c**



**Snowy**



Answers on page 68.



# The Christmas coffeepot



It was **nearly Christmas**, and Marion the Steam Shovel was working on Thomas' Branch Line.

As **Marion dug snow away** to clear the tracks, she saw a face hidden in the branches. And then the face started to speak!



*"It's a talking Christmas tree!"* Marion gasped.

*"Wait,"* the voice replied. *"I'm not a talking tree."*

But **Marion didn't listen**. She hurried off to tell her friends about the talking tree.

*"Are you sure?"* asked Thomas and Percy.

*"You must go and have a look,"* said Marion.

So Thomas and Percy went to **see for themselves**.







**Thomas and Percy**  
**drove down the tracks**  
until they found where Marion  
had been digging. Their Drivers  
cleared away the branches, and  
suddenly they saw what Marion  
had found!

*"This isn't a talking Christmas tree," said Percy.*

*"You're right," Thomas  
replied. "This is Glynn,  
the Coffeepot Engine who  
used to run my Branch Line."*

**Glynn was glad to see  
Thomas and Percy.**

But he was feeling rather sad  
– he wished that he could  
be a useful engine again!



*"I expect The Fat Controller will take me to the Scrap  
Yard now," Glynn said with a sigh.*







**Thomas and Percy were worried about Glynn.**

How could they help him become a Useful Engine again?

*"Glynn is old, but Stephen is even older,"* Percy said thoughtfully. *"And Stephen is still working up at Ulfstead Castle."*

*"That's brilliant!"* Thomas cheered. *"We can take Glynn to the Earl at Ulfstead Castle!"*

So the next morning Thomas went back to find Glynn, and this time he brought the Earl with him.



***"Glynn is a very special engine indeed!"*** the Earl agreed. And he arranged for Glynn to be taken to the Sodor Steamworks to be restored.

*"Thank you, Sir,"* said Glynn. And he thanked Thomas, Percy and Marion too!







Soon, **The Fat Controller** arrived at the Sodor Steamworks. At first, Thomas and Percy were worried that The Fat Controller would be angry. But The Fat Controller just smiled.

*"This is a marvellous idea!"*  
he said. *"I'm only sorry I didn't think of it myself!"*

Then The Fat Controller asked Glynn to take him to the **Earl's Christmas party**.

*"Of course, Sir!"* Glynn said happily. *"It will be just like old times!"*

Later that evening, the engines gathered at Ulfstead Castle for the Christmas party.



*"Another engine working at the Castle is the best present I could have wished for,"* the Earl declared.

**"Merry Christmas,  
everyone!"**





# Thomas craft



**Ask an adult  
to help!**

## **You will need:**

- Scissors
- Thin card
- Glue
- Cargo for Thomas' flatbeds

**1**

Cut along the  
scissor line on the side  
of the next page.

**2**

Glue the page onto a  
piece of thin cardboard.  
Leave to dry.

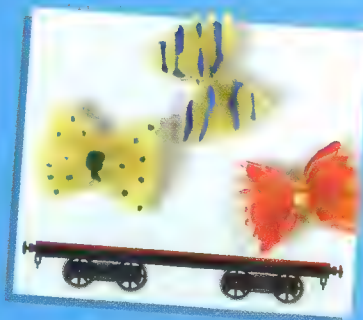
**3**

Cut along the dotted  
lines to cut out Thomas  
and his flatbeds.

**4**

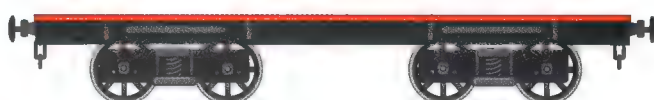
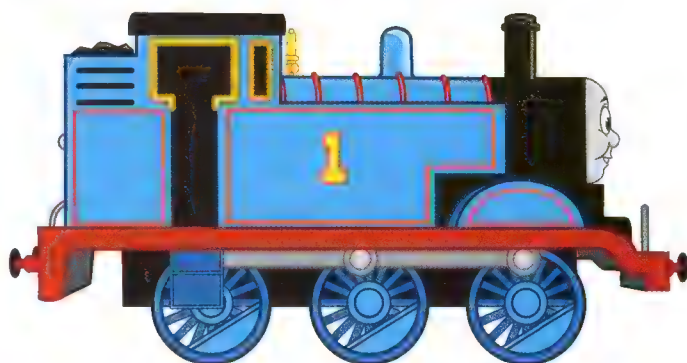
Use your imagination  
to load Thomas' flatbeds!

## **Here are some cargo ideas:**



- stickers • crayons • paints • buttons • leaves or feathers
- rocks or shells • toothpicks • cotton balls • uncooked pasta











# cranky's



# Game

Cranky  
is a crane  
who works  
at Brendam  
Docks.



Play Cranky's Game and help him lift Thomas and Percy!

## HOW TO PLAY:

- Decide who will be Thomas and who will be Percy
  - Place a counter or button on your START
- On your turn throw a coin and see how it lands. If it lands heads up, move 2 spaces up. If it lands tails up, move 1 space down.
  - The first one to reach FINISH is the winner!



# Missing Shape

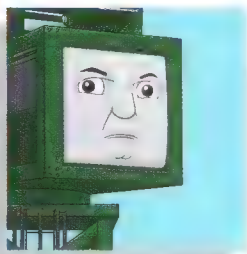


## Match

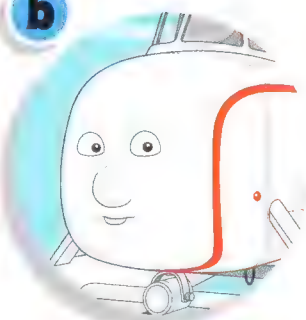
Can you  
match up  
the missing  
pieces of  
Thomas and  
his friends?

Use the shapes  
to help you.

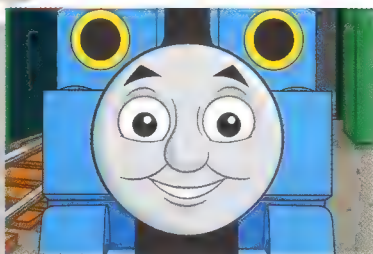
a



b



c



d



e









# Thomas All Year



## Round

1 What season do you think it is?

Spring



Autumn



2 What is Thomas carrying in his flatbed?

Apples



Pumpkins



3 What colour is the scarecrow's coat?

Blue



Purple





Look at  
these pictures  
of Thomas,  
and answer the  
questions  
below!

**1 What season do you think it is?**

Summer



Winter



**2 What holiday are the engines celebrating?**

Christmas



Easter



**3 How many presents can you count under the tree?**

Three



Four





# Answers



## Pages 10-11

1. Black 2. Blue 3. Percy

## Pages 12-13

Diesel is a diesel engine.

b. Knapford Station

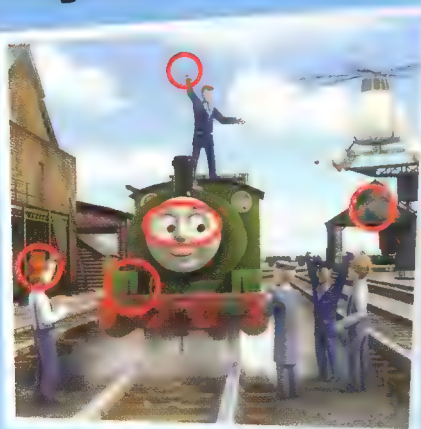
## Page 20

1. b 2. c 3. a

## Page 21

c

## Pages 22-23



## Page 26

There are 8 sheep.

## Page 27

James' passengers will need the bucket and spade, sunglasses and beachball.

## Page 28

b. People

## Page 29

There are more people at stop 5.

There are 3 people at stop 4.

There are 5 stops.

## Page 31

Caitlin has blue stripes.

b. The Earl of Sodor

## Page 38

b. Edward

## Page 41

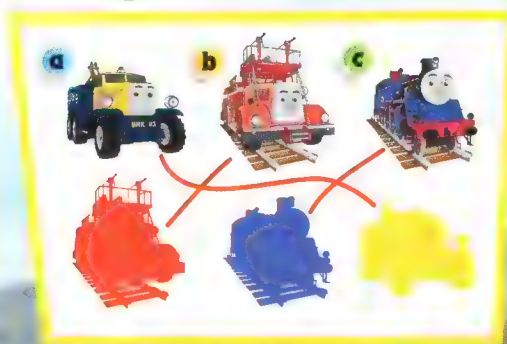


## Pages 42-43

Thomas passes 2 windmills.

The flags are red.

## Page 47



## Page 53

a. 4 b. 3 c. 2

## Page 54

James is a red engine.

## Page 55

c. Snowy

## Pages 64-65



## Page 66

1. Autumn

2. Pumpkins

3. Blue

## Page 67

1. Winter

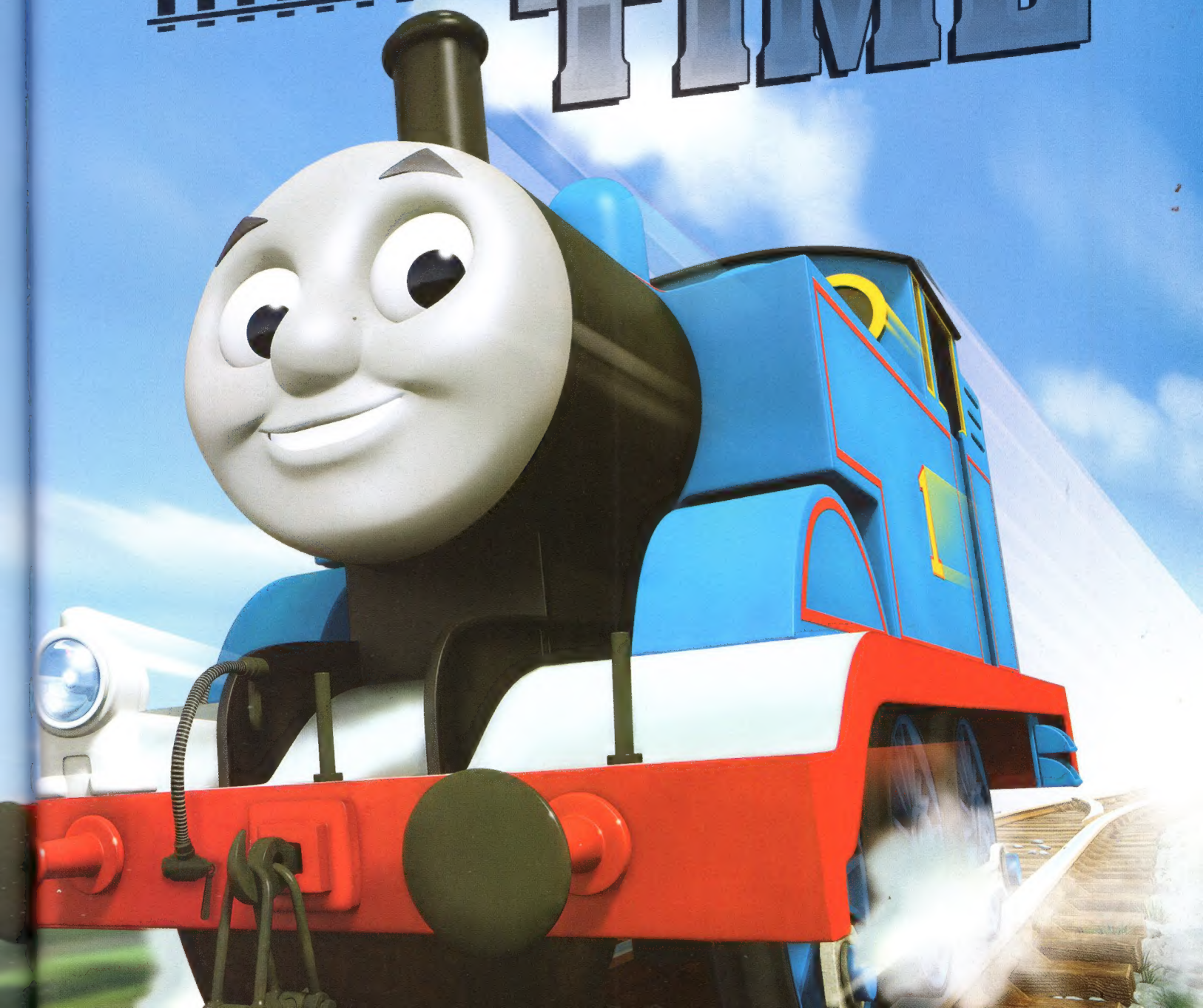
2. Christmas

3. There are four presents under the tree.



NO 1 NO 5 NO 6

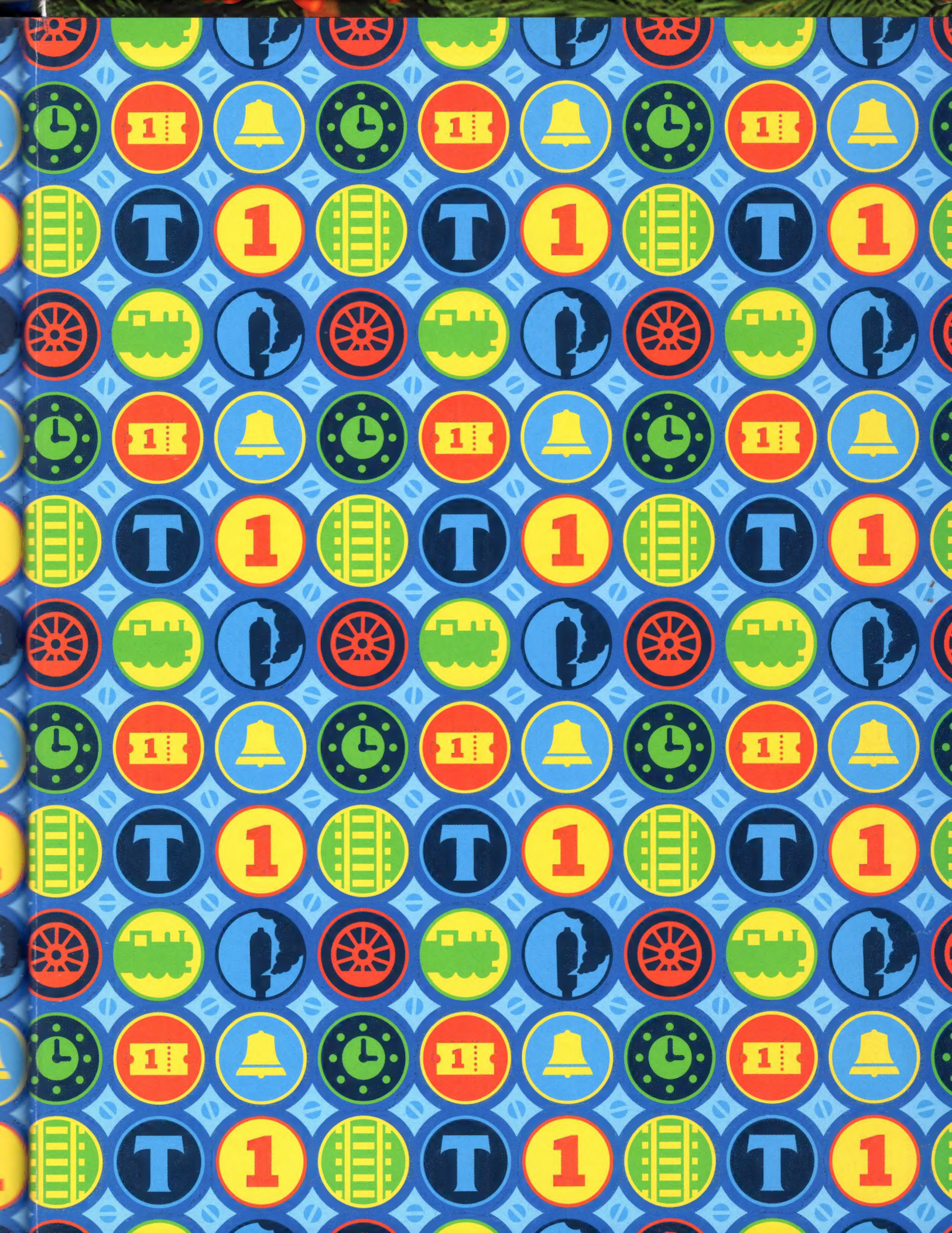
# RIGHT ON TIME













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